PlayStation
racing lagoon
Racing Lagoon™
HIGH SPEED DRIVING RPG
SQUARESOFT

"In the extreme conditions of running at the fastest speed, I risked my life and lost everything.

What is something you can't give up or throw away?

And what is left? Where does the urge to run come from?

The dark side that lurks in the human heart...its emergence.

For Japan Only | player 1~2 people | Memory Card 1~ Block | PocketStation correspondence | Memory card +2 blocks | Analog controller compatible

SLPS 02038

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racing lagoon

Racing Lagoon™

HIGH SPEED DRIVING RPG

And yet the men continue to run.

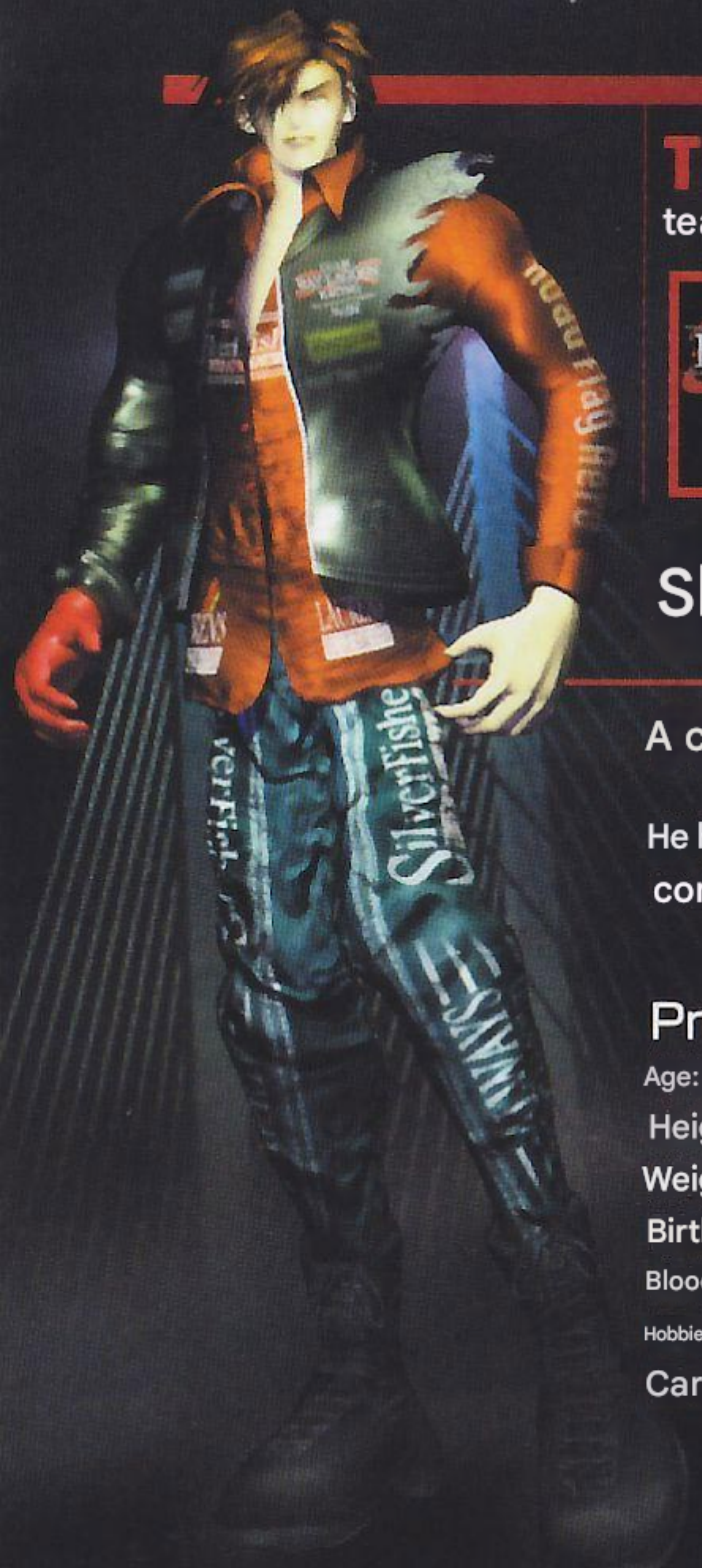
An escape with no clear exit, but a ray of light at the end.

Run...to the fastest distance...

CHARACTER

Character introduction

Many different characters appear in the world of Racing Lagoon. Let's take a look at some of the main characters.



TEAM BAY LAGOON RACING

team bay lagoon racing

TEAM BAY-LAGOON RACING The fastest of YOKOHAMA Since 1997

A team that pursues pure driving

A representative team from Yokohama, based in the emerging coastal city of Bay Lagoon. Led by leader Fujisawa, the team pursues pure riding style.

Sho Akasaki

Sho Akasaki

A cool guy who doesn't show any interest in anything

He has a very cool personality and never gets heated up. He dislikes confrontations, but he respects Fujisawa for inviting him to join the team. 他人との関わ

Profile

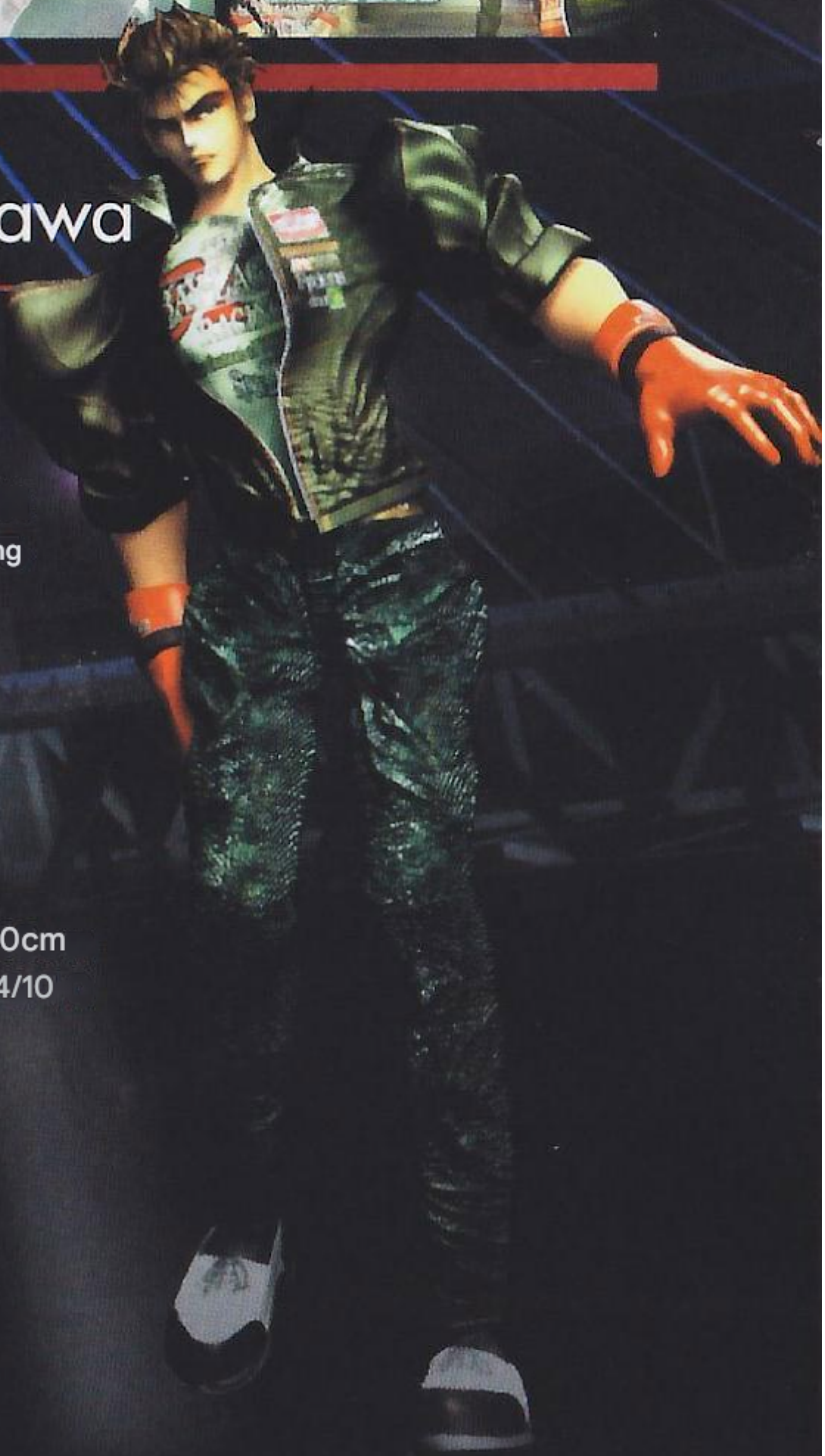
Age: 18 years old
Height: 172cm
Weight: 55kg
Birthday: 7/31
Blood type: Type A
Hobbies: Nothing in particular
Car:86-Lev

86-Lev

A variety of unique characters competing in driving skills

These street racers are fascinated by speed, risking their lives for it, in pursuit of "something" beyond it. Their turbulent story will be told through the passionate way they live their lives.

Kazuki Fujisawa Ikki Fujisawa



The fastest B.L.R leader in Yokohama

His outstanding driving sense and courage have earned him the title of the fastest in Yokohama. His kindness, born from knowing true pain and fear, attracts the hearts of the other members.

RS2000 turbo

Profile

Age: 23 years old
Height: 190cm
Weight: 75kg
Birthday: 4/10
Blood type: Type O
Hobby: Tinkering with cars
Car: RS2000 turbo

TEAM BAY LAGOON RACING
team bay lagoon racing

Yuka Suzuki

A mascot girl who cheers up the team

She is the only female member of the team. She is a novice driver who hasn't even passed the beginner mark yet. She is interested in mechanics, but doesn't really understand them.

Profile

Age: 18 years old Height: 159cm
Weight: ?kg Birthday:7/7
Blood type: type B
Hobbies: Car washing, tennis, etc. (Many hobbies)
Car: Micro-GT

Micro-GT

Kyouji Nanma Kyoji Nanba

A hard worker who gained speed through repeated efforts

Team Bay Lagoon Racing's No. 2. He admires Fujisawa and has become fast through hard work and perseverance. His love of cars has led him to work at a gas station.

Profile

Age: 20 years old Height: 178cm
Weight: 63kg Birthday: 5/27
Blood type: Type A
Hobby: Tinkering with fuel mixture and boost pressure
Favorite car:Seven-RX

Seven-RX

Kenzo Yamada Kenzo Yamada

My skills are still inexperienced.

A boy who is one-sidedly competitive with Akasaki, who is the same age as him. Unfortunately, he lacks talent for racing. He seems to be more picky about the color of cars than anyone else.

Profile

Height: 158cm Age: 18
Weight: 52kg Date of birth: 2/14
Blood type: AB type
Hobbies: Crossword puzzles, collecting 5 yen coins
Car: CVC1600

CVC1600

NIGHT RACERS HONMOKU

Night Racers Honmoku

Yokohama's No.1 racing team

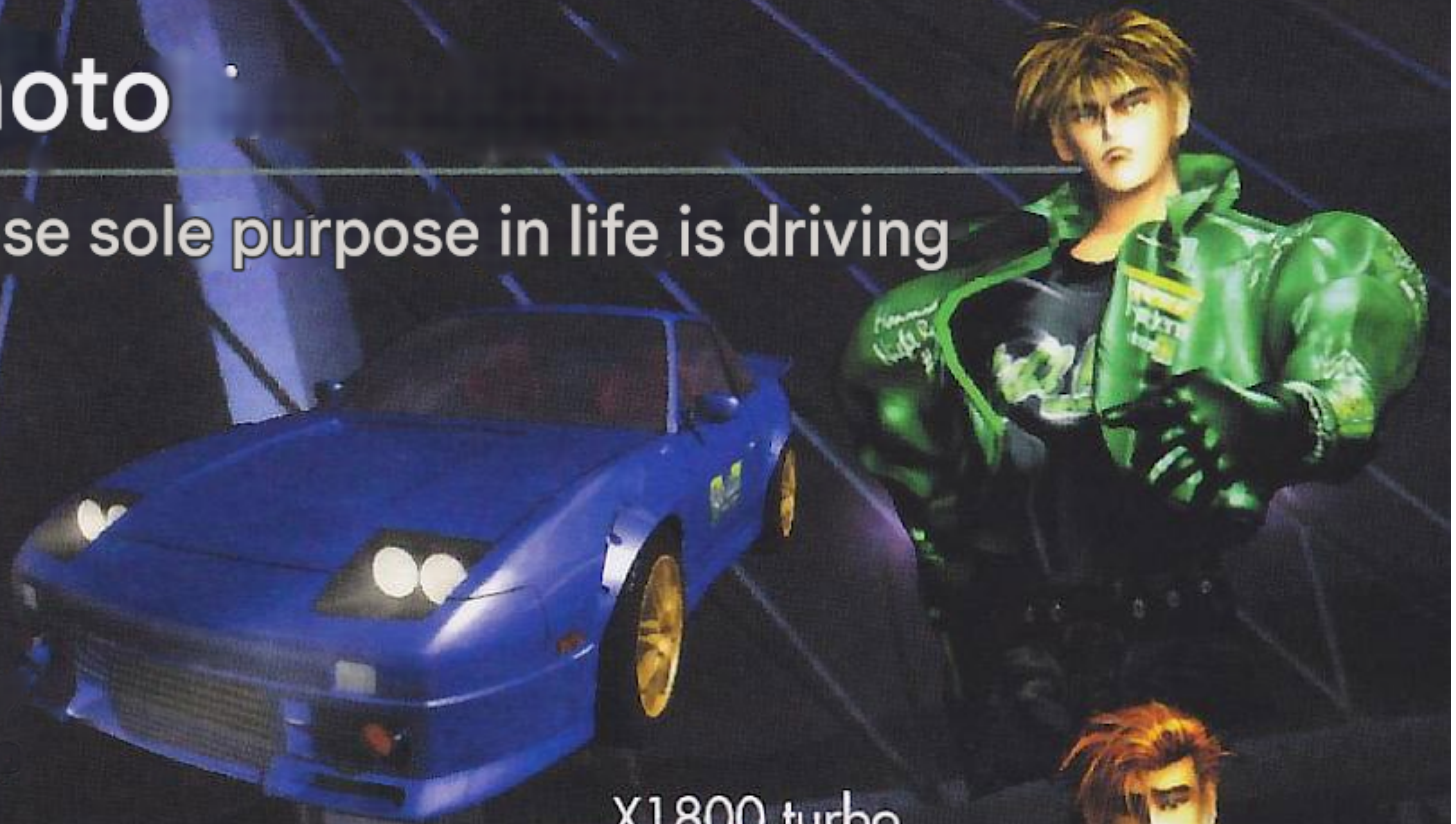
A racing team based at Honmoku Pier, and the driver of Team Bay Lagoon Racing Bal. His running ability is said to be the best in Yokohama.

Akira Tsujimoto

A team leader whose sole purpose in life is driving

He is the leader of the Honmoku Knight Racers, and has a strong sense of justice. He is battling with Fujisawa for the title of fastest in Yokohama. His only interest is driving (he has no interest in women).

Profile
Age: 22
Height: 186cm
Weight: 72kg
Date of birth: 10/5
Blood type: O
Hobbies: Driving
Car: X1800 turbo



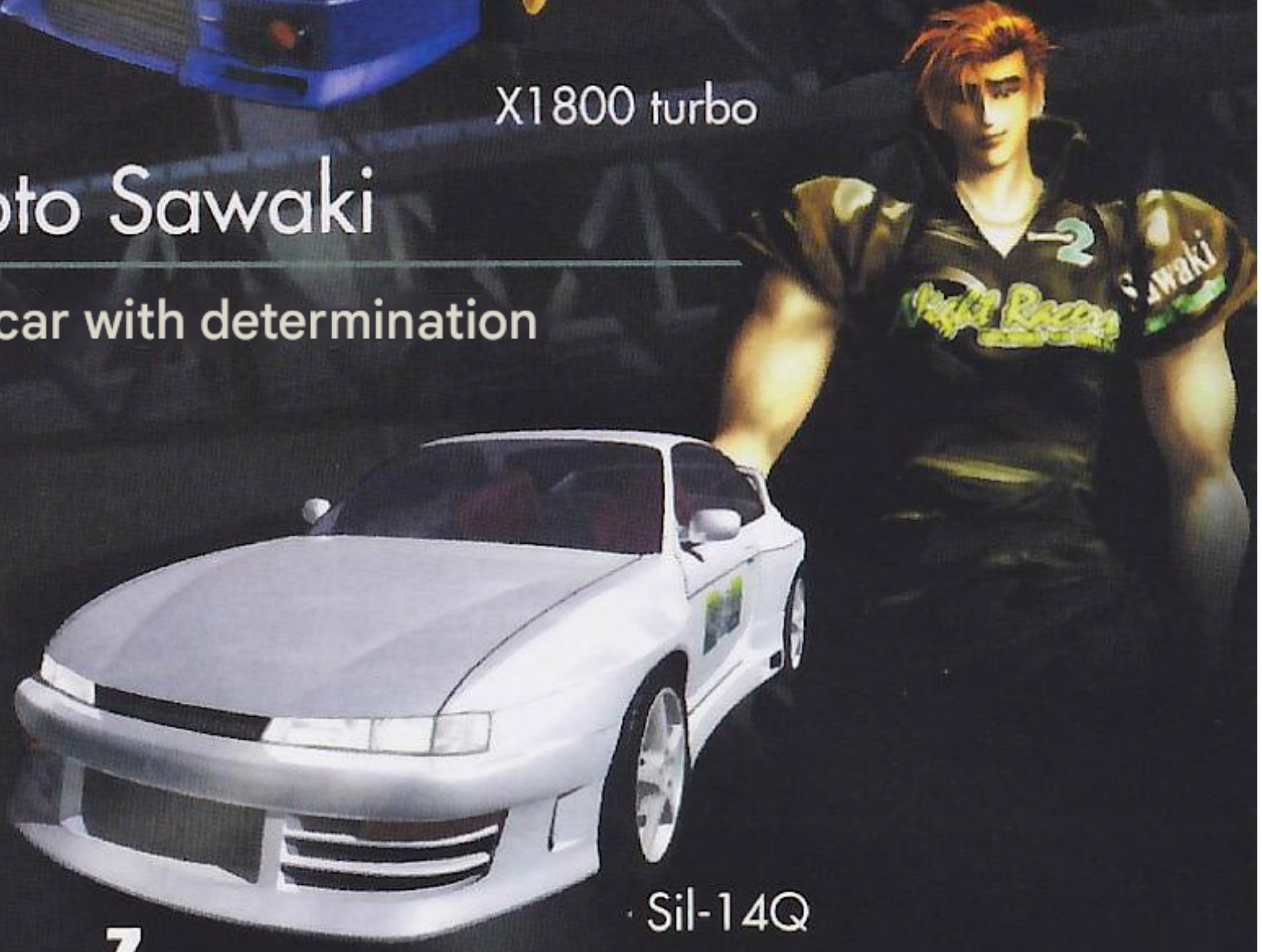
X1800 turbo

Makoto Sawaki Makoto Sawaki

Warrior overpowers the car with determination

An athletic racer who overpowers cars with determination and performs spectacular drifts. His driving technique is still rough around the edges, but he has the potential to become even faster.

Profile
Age: 20
Height: 178cm
Weight: 58kg
Birthday:6/6
Blood-type: Type B
Rugby, reading hobbies:
My car: Sil-14Q



Sil-14Q

BASIC CONTROL

Basic operation method

Here we will explain how to operate the controller. Control your car with ease and leave your rivals in the dust.

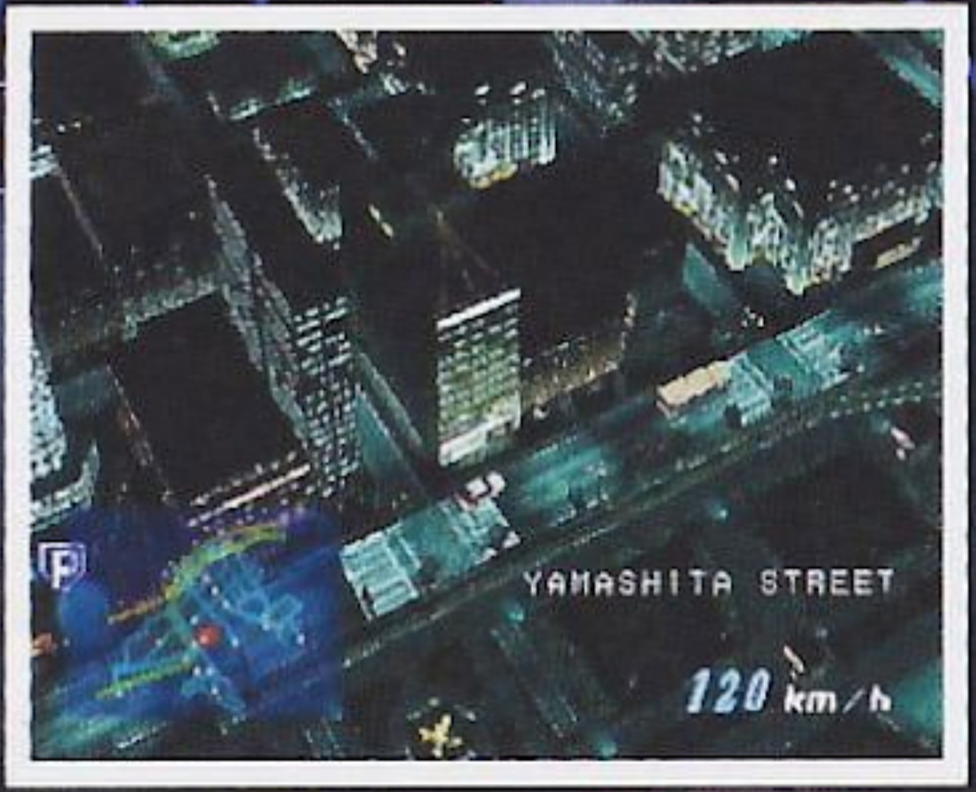
How to use each button on the controller

The operation of "Racing Lagoon" can be divided into four scenes. You can also change the settings in the Option WINDOW (see page 12).

*When you press the analog mode switch on the analog controller and the LED lights up (analog mode ON), you can use the left stick (the right stick is unused). Note that even if the LED is not lit (analog mode OFF), the vibration function will still work (see page 12 for information on turning the vibration function ON/OFF).

How to use the street map

direction key- left stick	steering wheel
START button	Display of information screen/machine complete screen
SELECT button	Show/hide parking points (P marks)
○ button	parking
× button	accelerator
□ button	brake
△ button	back
R1 button	passing



Parking and passing are key. You can also press the START button to bring up the car completion screen at any time.

How to operate Machine Complete & Get Rewards

direction key	Unit & parts selection
START button	Display vehicle graphics (Car Complete screen only)
○ button	Decide
× button	Cancel/Terminate
△ button	Display of owned units and parts (Item Box) (Get Rewards screen only)

Other than the START and △ buttons, the controls are almost the same for all games.

How to operate in race battle

direction key left stick	steering wheel
START button	Pose (see below)
○ button	side brake
× button	accelerator
□ button	brake ※Press and hold to reverse when traveling at 0km/h
△ button	Perspective change
L2 button	downshift
R1 button	passing
R2 button	shift up

While paused, you can switch VIBRATION (vibration function) ON/OFF, adjust BRIGHTNESS (screen brightness), and GIVE UP (force end of race battle). Use the up and down arrow keys to select an item, and the left and right arrows to set (GIVE UP is executed with the O button).

How to operate at events

direction key	Move cursor
○ button	Decide sending a message

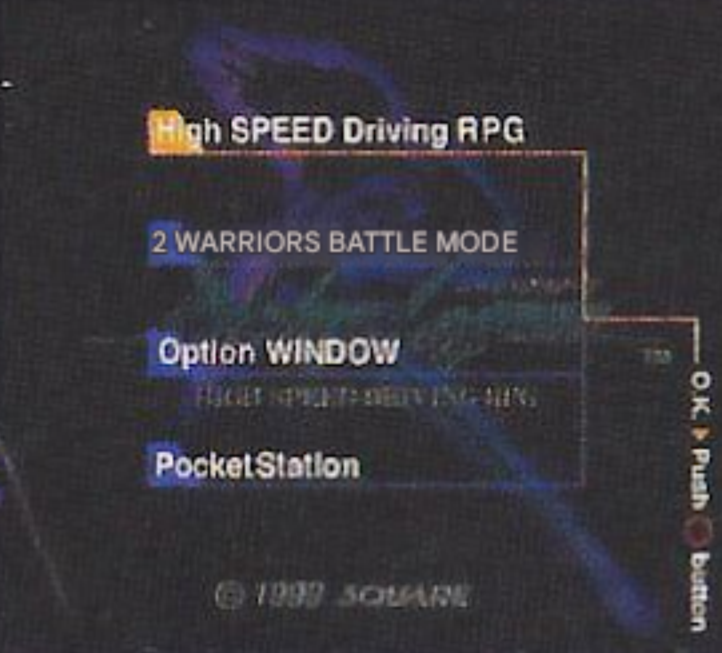
GAME START

How to start the game

We will explain how to start the main RPG mode and
2P battles, as well as how to use the Pocket Station.

The main RPG and three sub-modes

When you press the START button on the title screen, the mode selection screen will appear. Use the up and down directional buttons to select the mode you want to play, then press the O button to confirm.



High SPEED Driving RPG | An RPG where heated battles unfold in Yokohama

This is the main mode of Racing Lagoon. When you select "New Game," scenario data will be created. Select the slot (memory card slot) where the memory card is inserted, then select "Yes." After completing this, you will be taken to name entry (see below). On the other hand, if you select "Continue," the memory card selection screen will be displayed, so select the slot of your choice.

How to enter your name

Use the L1/R1 buttons to switch between character types, the L2/R2 buttons to move the cursor, the directional pad to select characters, and the O button to confirm (the × button to back-delete). Once you've decided on a name, press the △ button, 続いて then follow the same procedure to enter the English name, and press the △ button again to finish.

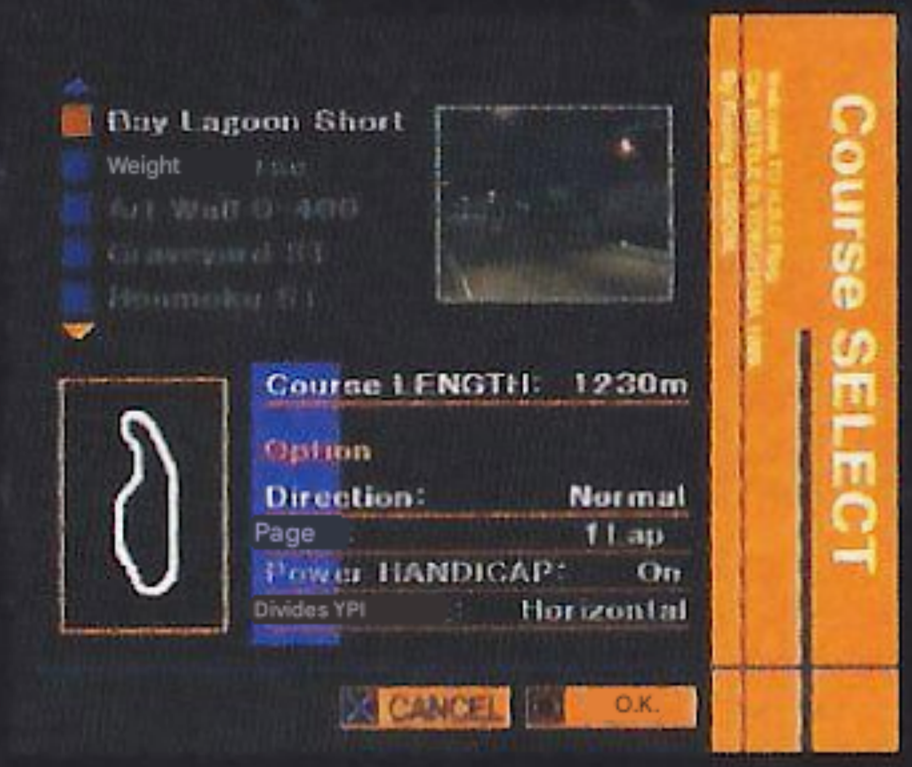
2 WARRIORS Battle MODE | Battle between players

This is a mode where players can enjoy racing battles with each other. Connect a controller to controller port 2 and follow the instructions below to set up the various settings.

Select the character to use

First, decide which character you will use. Use the left or right directional pad to select the character you want, then press the O button to confirm (or the × button to cancel). Player 2 presses the START button and then performs the same operation to select and confirm. If Player 2 is not participating, the computer will become the opponent, so select and confirm a character in the same way. You can also use a modified machine in RPG mode by selecting and confirming the memory card on the right メモリー side of the screen. Select and confirm the slot where the card is inserted (the memory card slot).

Decide on courses and options



After selecting your character, you can choose your course and set your options. First, use the up and down directional pad to select your ◯ course, then press the button to confirm (press the × button to cancel). Next, you can set your options, so use the up and down directional pad to select an item, and the left and right to change the settings. Please see below for the contents of each item. Once you have completed the settings, press the O button to start the battle.

Direction : Set the course direction (Normal = normal direction/Reverse = reverse direction).

Laps: Set the number of laps (1 Lap~9 Laps).

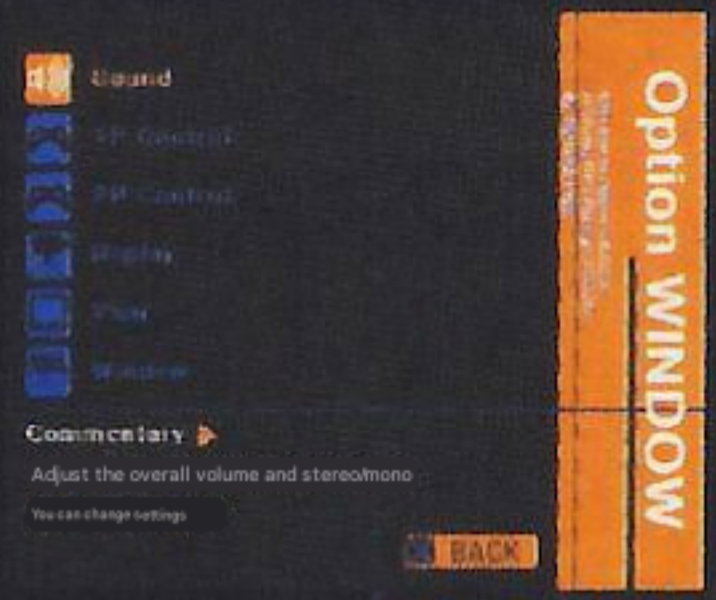
Power HANDICAP : Set whether or not to enable the power handicap (On/Off). If you enable it, the engine power of the player's machine running behind will be increased during the race.

Split TYPE: Sets the screen split type (Horizontal = horizontal split/Vertical = vertical split).

Option WINDOW | Game environment settings

Set the sound, controller operation, viewpoint during races, etc. Use the up and down arrow keys to select the setting item, and when you switch to each screen with the O button, use the up and down arrow keys to select the item you want to set, and use the left and right arrow keys to change the settings. You can also use the × button to return to the previous screen (at this time, you can save the changed settings to the memory card).

Sound ● Setting the in-game sound



Output Sets the audio output format (Stereo/Monaural).

Bgm Vol Set the volume of the in-game background music (0~8).

Effect Vol. Sets the volume of the in-game sound effects (0~8).

1P Control/2P Control Set the specifications of controller 1&2

VIBRATION Set whether or not to use the vibration function (ON/OFF).

Key CONFIG Set the operation of each button on the controller (1~4/CUSTOM). Select "CUSTOM" and press the O button, and the cursor will move to each button name in the center of the screen. Use the left and 方 right arrow keys to select the operation you want to change, press the O button to confirm, and then use the same operation to select and confirm another operation, and the selected operations will be swapped.

Replay ● Playing back replay data from a match

If you saved replay data in "2 WARRIORS Battle MODE" (see below), you can play it back here. Select the slot where the memory card is inserted, then the replay data you want to play back.

Saving replay data and selecting the number of memory card blocks

When a post-battle replay has finished in [2 WARRIORS Battle MODE], you can save the replay data. Select the slot where the memory card is inserted (memory card slot), the file to save to (save area), and then select "Yes" to confirm. When making a new save, you will need to select the number of memory card blocks to use for the replay data. Use the left and right directional pad to select the number of "Replay BLOCKs" (one replay data requires one block. The "Free BLOCK" will decrease according to the number selected), and press the O button to confirm. Incidentally, "Using BLOCK" refers to the number of blocks currently in use.

View : Set the camera position during race battles

Default VIEW Set the viewpoint (in THE Car = driver's viewpoint/Behind THE Car = rear viewpoint) at the start of the race battle.

Camera DISTANCE Sets the distance (near/normal/far) from the machine to the camera when viewing from behind.

Window : Set message speed and background

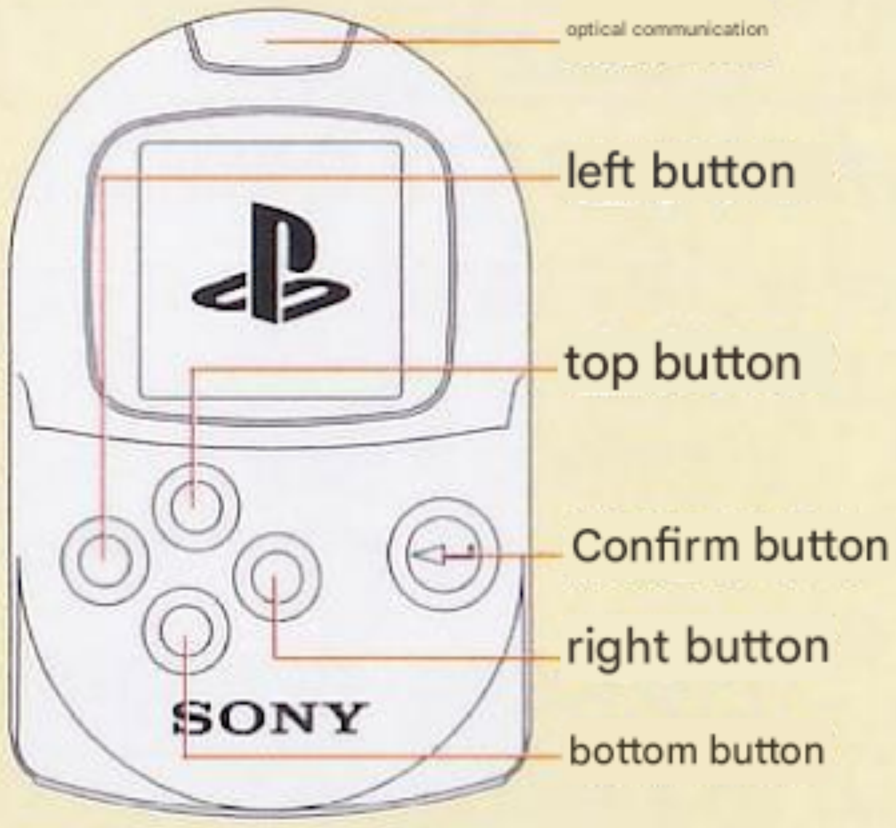
Message Speed Set the message speed (Slow/Normal/Fast).

Window Texture Set the background pattern (1~4) of the message window.

PocketStation Downloading program data to PocketStation

Use the up and down directional buttons to select the slot (memory card slot) where the Pocket Station is inserted, then press the O button to confirm (two memory card blocks are required for the Pocket Station).

How to use Pocket Station



*Please refer to the explanation of each item for operation instructions.

Make your friends' machines appear in RPG mode

You can use the optical communication function to exchange cars with other players. If you receive the other player's CAR DATA, you can have up to three of those machines appear in RPG mode, and if you win the battle, you can steal the units and parts. Once you have received the CAR DATA, select "Continue" in RPG mode and select the slot (memory card slot) where the Pocket Station is inserted.

Select mode

If you press the decision button during the start demo of the Pocket Station, the menu screen on the right will be displayed. Use the up/down buttons to select a mode, and then press the decision button to switch to the screen for that mode (see page 14). If you select "END" or press and hold the decision button for 3 seconds or more while playing a mode, the menu screen will appear, allowing you to select CONTINUE or EXIT.

GET MACHINE Mode for sending and receiving CAR DATA

This mode allows you to send your own CAR DATA between Pocket Stations and receive the other party's CAR DATA. When the screen on the right is displayed, use the left/right buttons to select "Send" or "Receive" and press the OK button. If you select "CANCEL" to confirm, you will return to the menu screen.

Send data

Use the up/down buttons to select "OK" and press the decision button to send your CAR DATA to the other person's Pocket Station. After sending is complete, press the decision button to

Press to send the menu

return to the menu screen.

receive data

Use the up/down buttons to select "OK" and press the decision button to display the file selection screen. Use the up/down buttons to select the file you want to save, use the left/right buttons to select "OK" and press the decision button to receive the other party's CAR DATA (if overwriting, select "OK" again to confirm) and save it. After receiving is complete, press the decision button to display the specifications of the received CAR DATA, and then press the decision

Press the button to receive

button to return to the menu screen.

GARAGE Mode for checking and deleting CAR DATA

This is the mode to check the specs of CAR DATA and delete the received CAR DATA. When the screen on the right is displayed, use the up/down buttons to select an item and press the OK button. If you select and confirm "CANCEL", you will return to the menu screen.

MY CAR

my CAR
Check DATA

Your CAR DATA specifications will be displayed.

Press the OK button to return to the selection screen above.

GUEST CAR

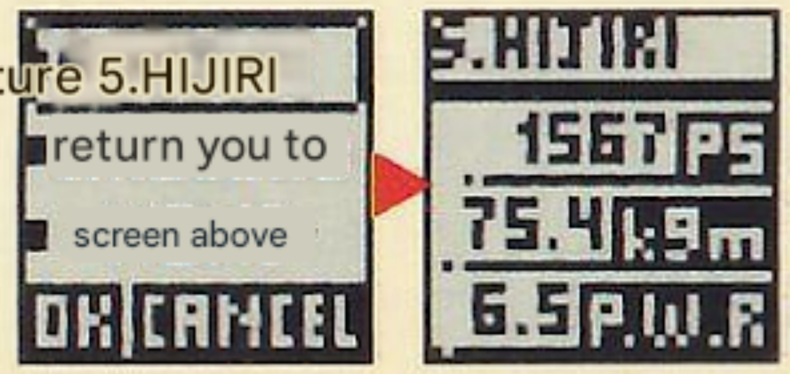
Check received CAR DATA

Use the up/down buttons to select the file, use the left/right buttons to select "OK", and press the decision button to display the CAR DATA specs. Pressing the decision button will

Selection picture 5.HIJIRI

the T.Hosoka return you to

-HOME-. screen above

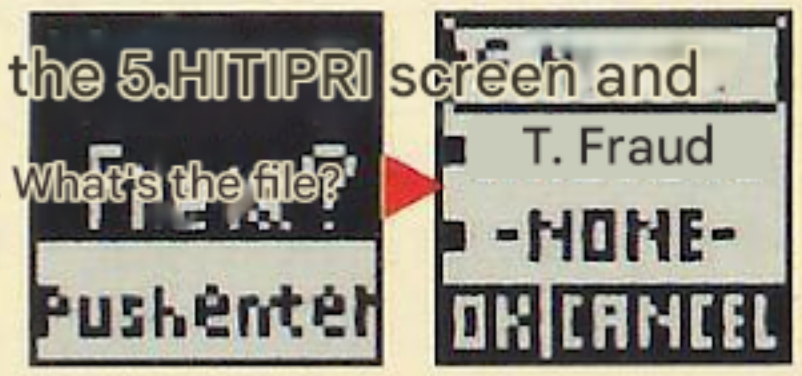


DELETE

Delete received CAR DATA

: Use the up/down buttons to select the file you want to delete, use the left/right buttons to select "OK", and press the decision button to delete the file. : Pressing the decision button will proceed

Return to the 5.HITIPRI screen and select Delete. What's the file? as above.



GAME'S FLOW

Game flow

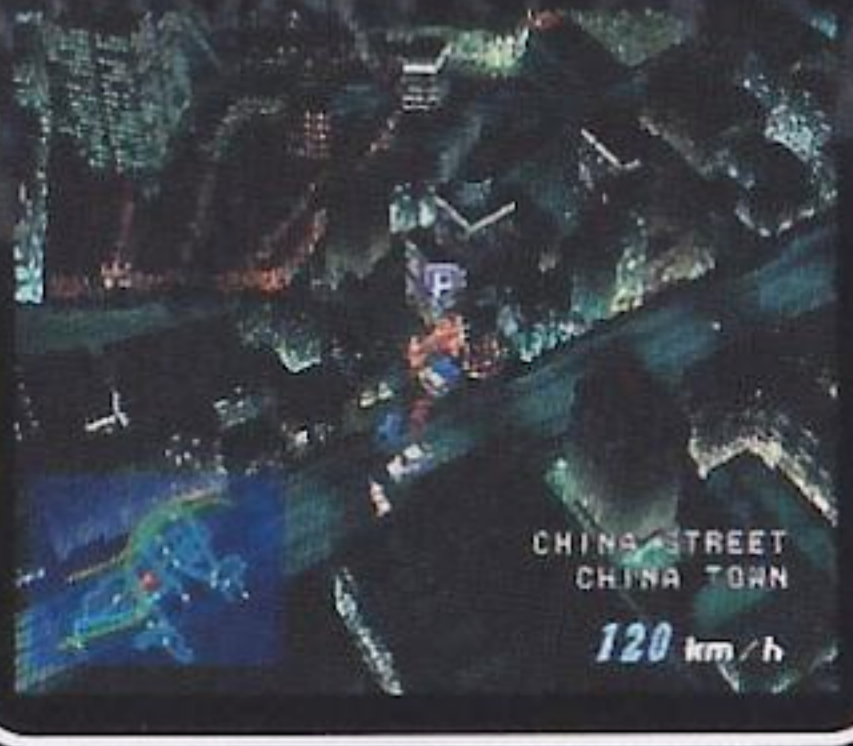
In RPG mode, the story unfolds as various scenes intertwine.

The story unfolds around a street map

The general flow of the RPG mode is as follows: Depending on your actions on the street map, the game will develop into race battles and events.

Street Map → P16

This field map is set in a pseudo-world of Yokohama. While racing your car through the streets that run in all directions, you can search for parking points and battle enemy cars. As the scenario progresses, you'll also have the opportunity to drive on the highway.



race battle P21

When you pass (or are passed by) an enemy car on the street map, a race battle will begin. If you win, you can steal units and parts from the opponent's car.

machine complete P25

Once you have acquired units and parts in race battles or at the shop, you can complete your machine. Equip units and parts while checking the spec values to improve your machine's performance.

event

When you park at a specific parking point, an event will occur. Sometimes an event will progress through a dialogue by choosing between options, but sometimes it will lead to a battle.

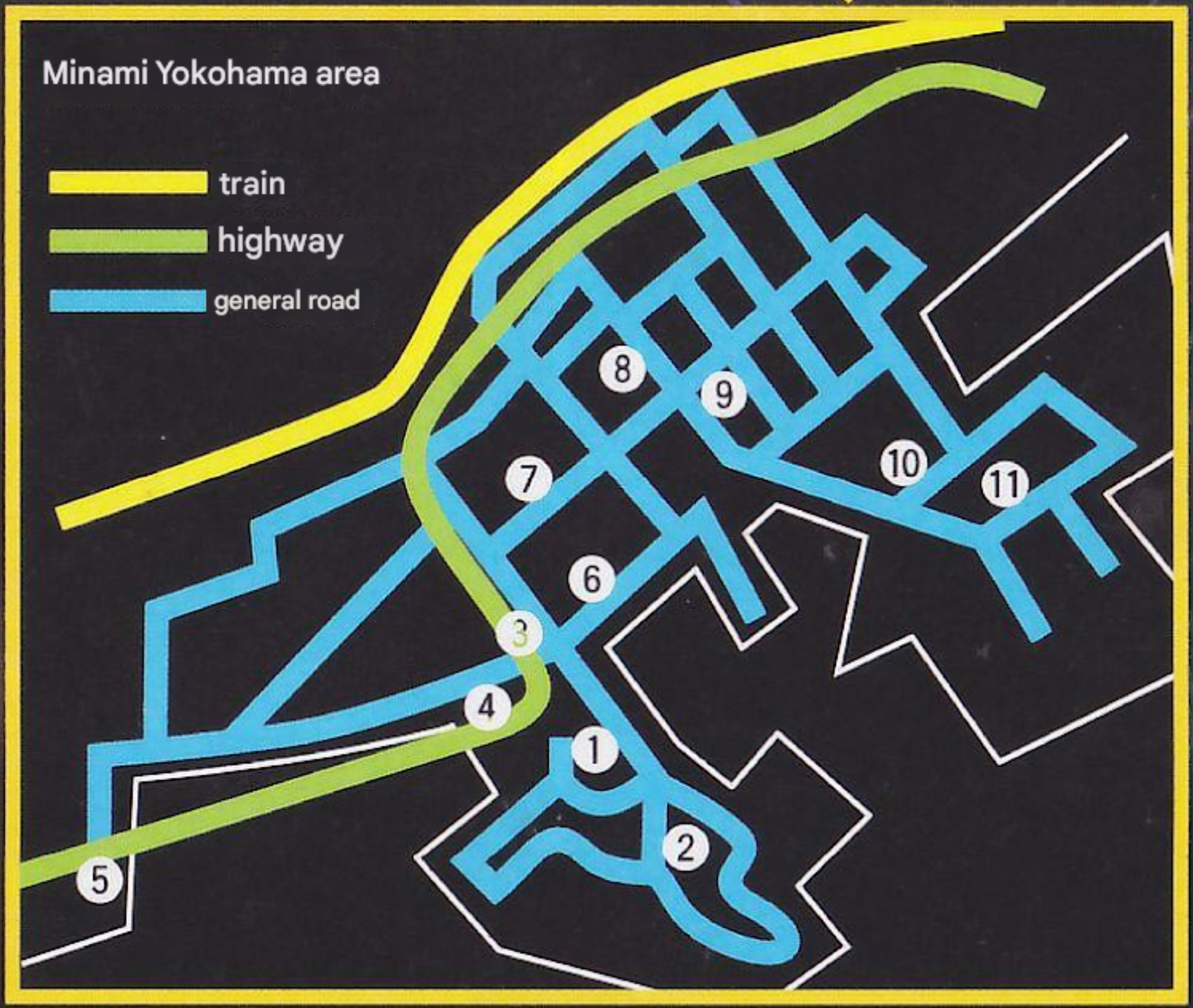
STREET MAP

street map

On the street map, you can stop at parking points and experience events, shopping, and more.

Parking points available everywhere

You can enter parking points (indicated with a P mark) by stopping the car with the O button. Below, we will introduce some of the most representative parking points in the Minami-Yokohama area, which is the setting for the early part of the story.



①BAYLAGOON WHARF

This is the starting point at Bay Lagoon Pier and is the home base of Team Bay Lagoon Racing.

@BILAGOON TOWER

Bay Lagoon Tower This huge tower symbolizes the emerging coastal city of Bay Lagoon.

ALSO MILAGE

GS Mirage
This is a gas station where you can save your game data (see page 17).

④BODYSHOP MURAOKA

The Body Shop Muraoka
This is a shop that can modify the body to suit the drive system (see page 18).

⑤HONMOKU WHARF
Honmoku Pier

This is the home of the Night Racers Honmoku, where powerful racers gather.

⑥MARINE TOWER
marine tower

It is a symbol of Yokohama and also serves as a guidepost during battles.

⑦CHINA TOWN
Chinatown

This is one of Yokohama's most famous spots, and the much talked about drag races take place here.

⑧JOHNNY'S MOTOMACHI
Johnny's Motomachi

It is a family restaurant where people with useful information gather.

⑨WAKABA BANK
wakaba bank

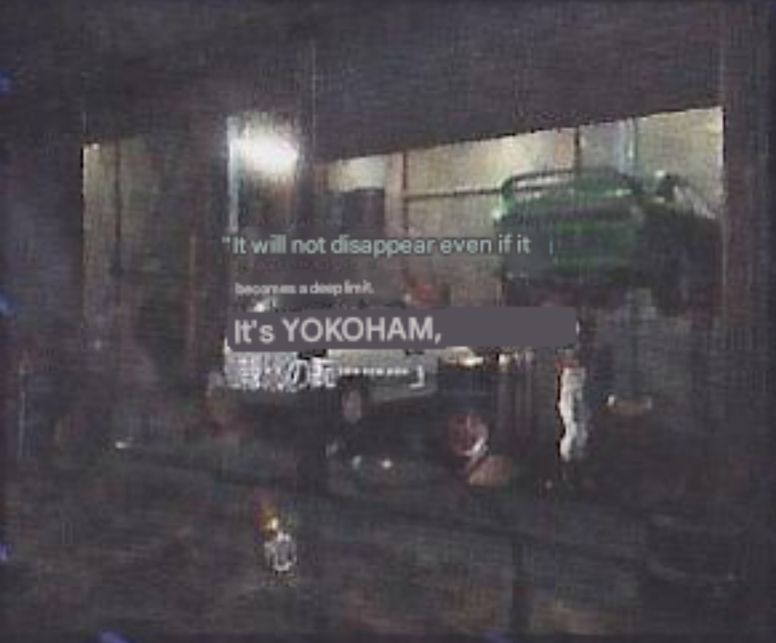
It is a shadow bank that deals in money and rewards points (see page 20).

⑩TUNESHOP SPENCER
Tune Shop - A shop where you can buy and sell Spencer units and parts (see page 19).

⑪SPENCER'S TESTCOURSE
Spencer Test Course Built by the owner of "Spencer", this is the only circuit in Yokohama.

● How to use the two facilities and shops

In the Minami Yokohama area, there are two shops and two facilities that are essential to progressing through the scenario. Here we will explain how to use each one.



GS MILAGE GS Mirage

Save game data

Use the up and down arrow keys to select "GAME SAVE" and press the O button to display the slot selection screen. Select the slot where the memory card is inserted, press the O button, and then select "Yes" to confirm. Please note that only one file can be saved on one memory card, and saves will always be overwritten.

BODYSHOP MURAOKA

The Body Shop Muraoka

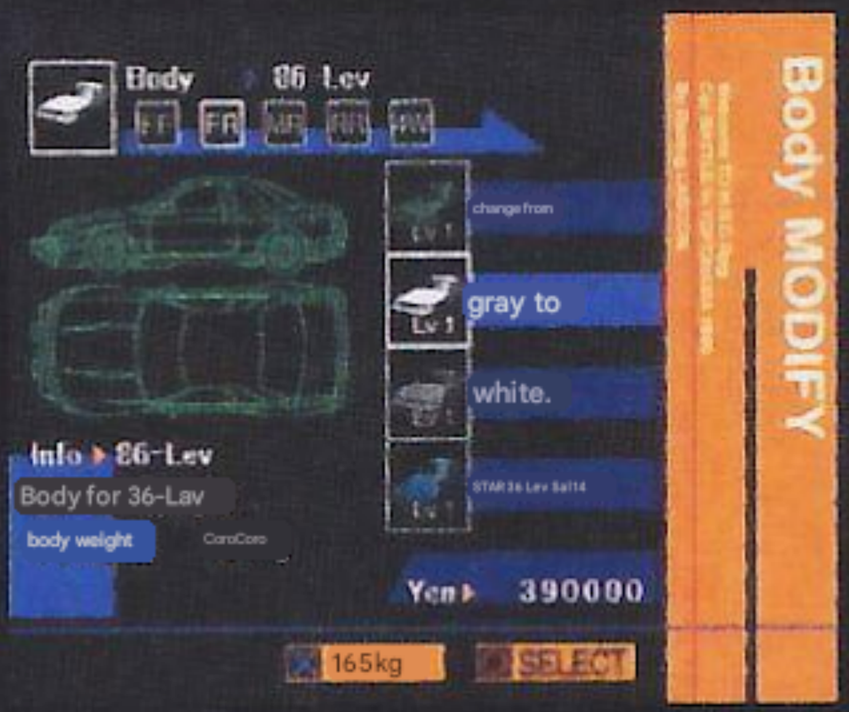
Modify your existing body

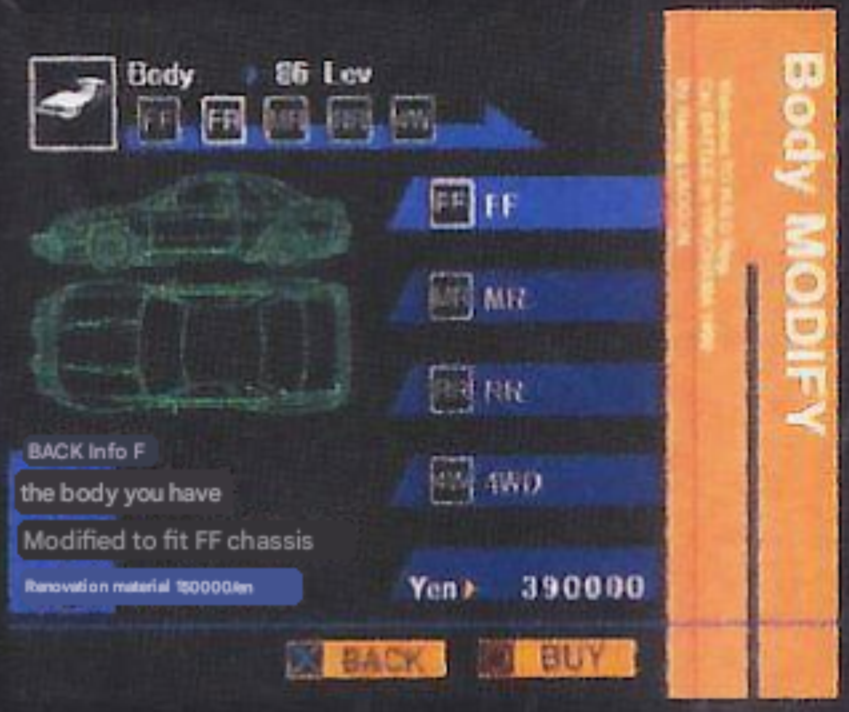
If you select "BODYSHOP MURAOKA", you can carry out the following two actions. You can also check how to use the store in "MURAOKA'S TUTORIAL".

Body MODIFY

Adapting the body to the drive system

For example, if you have a FF chassis and a FR body, you cannot put the body on the chassis because the drive systems are different. In such a case, you can modify the body to match the drive system of the chassis. First, use the up and down directional pad to select the body you want to modify and press the O button. Next, using the same procedure, select and confirm the drive system that matches the chassis (5 types in total. See below for simple characteristics), and then select "Yes" to confirm. Please note that money is required to modify the body. Once the modification is complete, the display color of the drive system name at the top of the screen will





FF
Front engine Front drive

The engine is mounted at the front and drives the front wheels. It is maneuverable and does not spin out easily, making it suitable for beginners.

FR
Front engine Rear drive

The engine is mounted at the front and drives the rear wheels, providing stable cornering performance even at high speeds.

MR
Midship engine Rear drive

The engine is mounted in the center and drives the rear wheels. This requires careful driving, but it offers high performance at its limits.

RR
Rear engine Rear drive

The engine is mounted at the rear and drives the rear wheels, making handling easy and transmitting power to the road.

4WD
4 Wheel Drive

Four-wheel drive system. Power is transmitted evenly to all four wheels, providing high driving stability and making it easy to ride on rough roads.

Machine COMPLETE

Attaching units and parts to the machine (P25)

You can improve your machine's performance by equipping it with parts and units obtained from shops or regular street battles.

TUNESHOP SPENCER

Tune Shop Spencer

Buy and sell parts and units

If you select "TUNESHOP SPENCER", you can carry out the following four actions. You can also check how to use the shop in "SPENCER'S TUTORIAL".

Buy UNIT

buy a unit

Purchase the units that make up the machine.

direction key

Select the category (engine, chassis, body) with the up and down arrows, select the unit you want to sell with the left and right arrows, press the O button, and then select "Yes" to confirm.

Buy PARTS

buy parts

Purchase the parts that come with the unit. Use the up and down arrow keys to select a category (engine, chassis, body), then use the left and right arrow keys to select the part you want to sell, press the O button, and then select "Yes" to confirm.

¥120,000

Sell ITEM

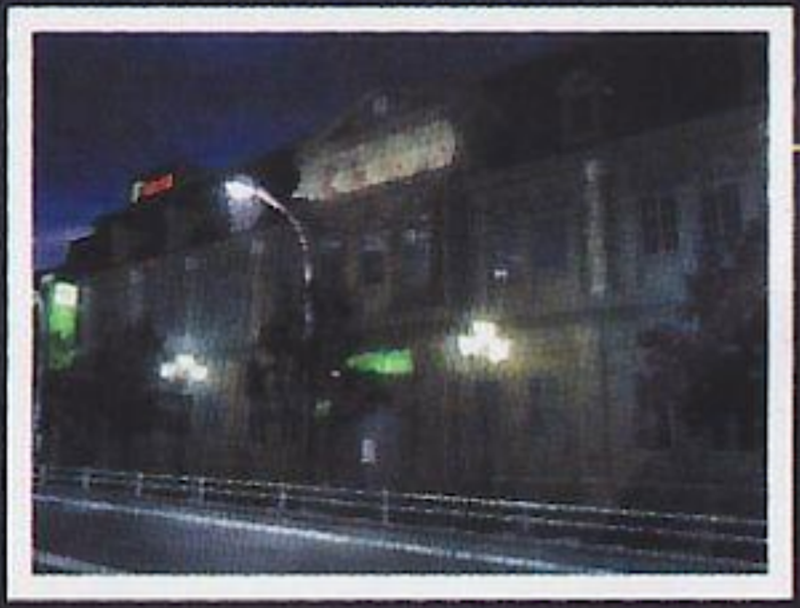
Selling your units and parts

Sell the units and parts you have. First, use the up and down directional buttons to select "Engine & Parts", "Chassis & Parts" or "Body & Parts", then press O to select the タン。 units and parts you want to sell in the same way, and select "Yes" to confirm. You won't get any money for winning race battles, so if you have any unnecessary units or parts, be sure to sell them.

Machine COMPLETE

Attaching units and parts to the machine (P25)

You can improve your machine's performance by equipping it with parts and units obtained from shops or regular street battles.



WAKABA BANK

wakaba bank

Manage your money and rewards points

You can carry out the following four actions at the bank. The guide will explain each action in detail, so make sure you understand it properly before using it.

CASH DISPENSER

Make deposits and withdrawals

You can deposit or withdraw the money you earn by selling units and parts.

RP TRADE

Redeem your Rewards Points for cash

Reward points (see page 24) earned in Race Battles can be converted into cash.

RP BANKING

Earn Rewards Points

You can earn reward points through a variety of plans.

WAKABA'S TUTORIAL

Check how to use the bank

You can check how to deposit, withdraw, cash out, etc. at Wakaba Bank.

Kazuki Fujisawa's

An invitation to be the fastest

Improve your driving skills with SPENCER'S TESTCOURSE

After installing new units or parts on your car, you check the feeling at Spencer's Test Course - that's the basics for us street racers. The test course has long straights, high-speed corners, hairpins, and more, making it the perfect layout for not only checking the performance of your machine, but also honing your skills.

RACE BATTLE

— race battle

A street race battle where drivers compete against each other.

Make sure to win and power up your car.

Enter the battle with passing

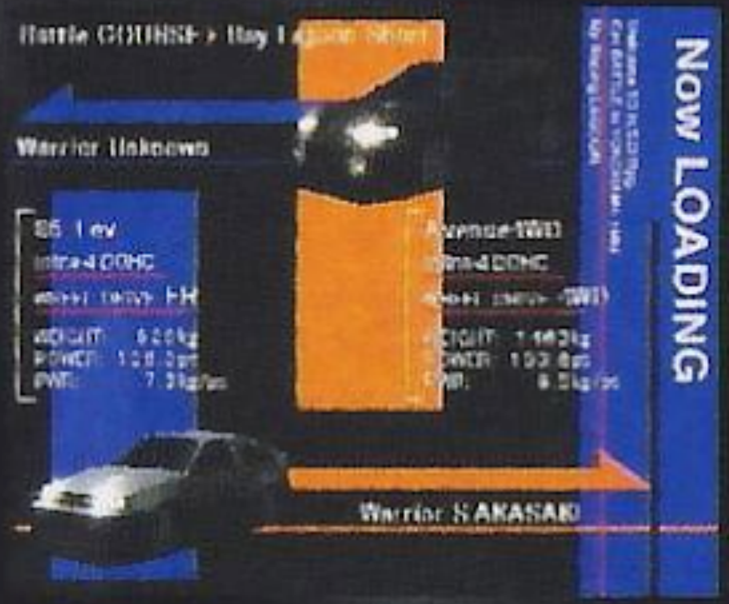
In addition to your car, there are many other machines running on the street map. Approach one of these machines and press the R1 button to pass it, or be passed by it, and you will enter a race battle. The course will change depending on the location and situation where you passed (or were passed by), so until you get used to battling, be careful when making your move.

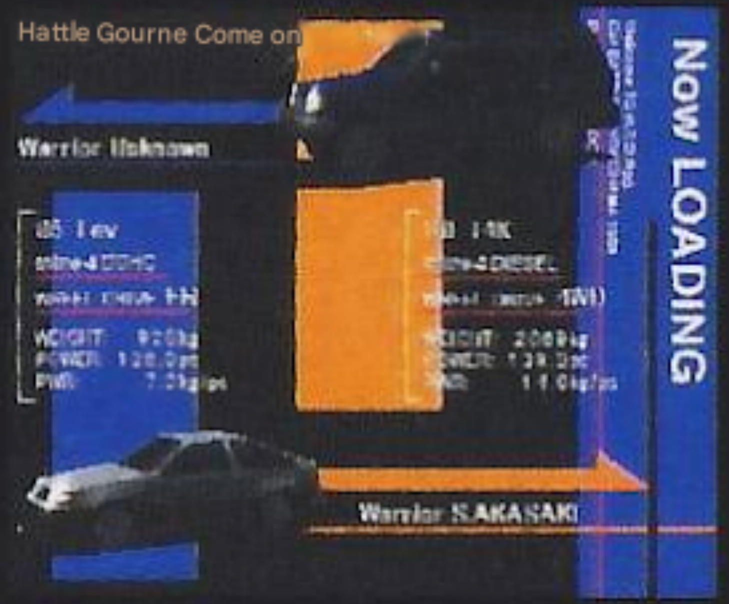
Kazuki Fujisawa's

An invitation to be the fastest

There are various types of enemy cars

The machines you can race against are not just the sports types that I and Akasaki drive. There are also sedans, wagons, and off-road 4WDs, which I hate. You can also battle with special vehicles such as city buses and trucks. Yes, Yokohama is a dangerous city.





How to read the screen

When you enter a battle, the screen will switch to the machine spec screen, and then to the race screen. Here we will explain how to read each screen.

Machine spec screen

1 Battle course name

②2 Driver name

3 3 Machine name

④4 engine types

⑤⑤Drive system (see page 18)

6 6 Gross vehicle weight

7 ■Engine horsepower (see page 25)

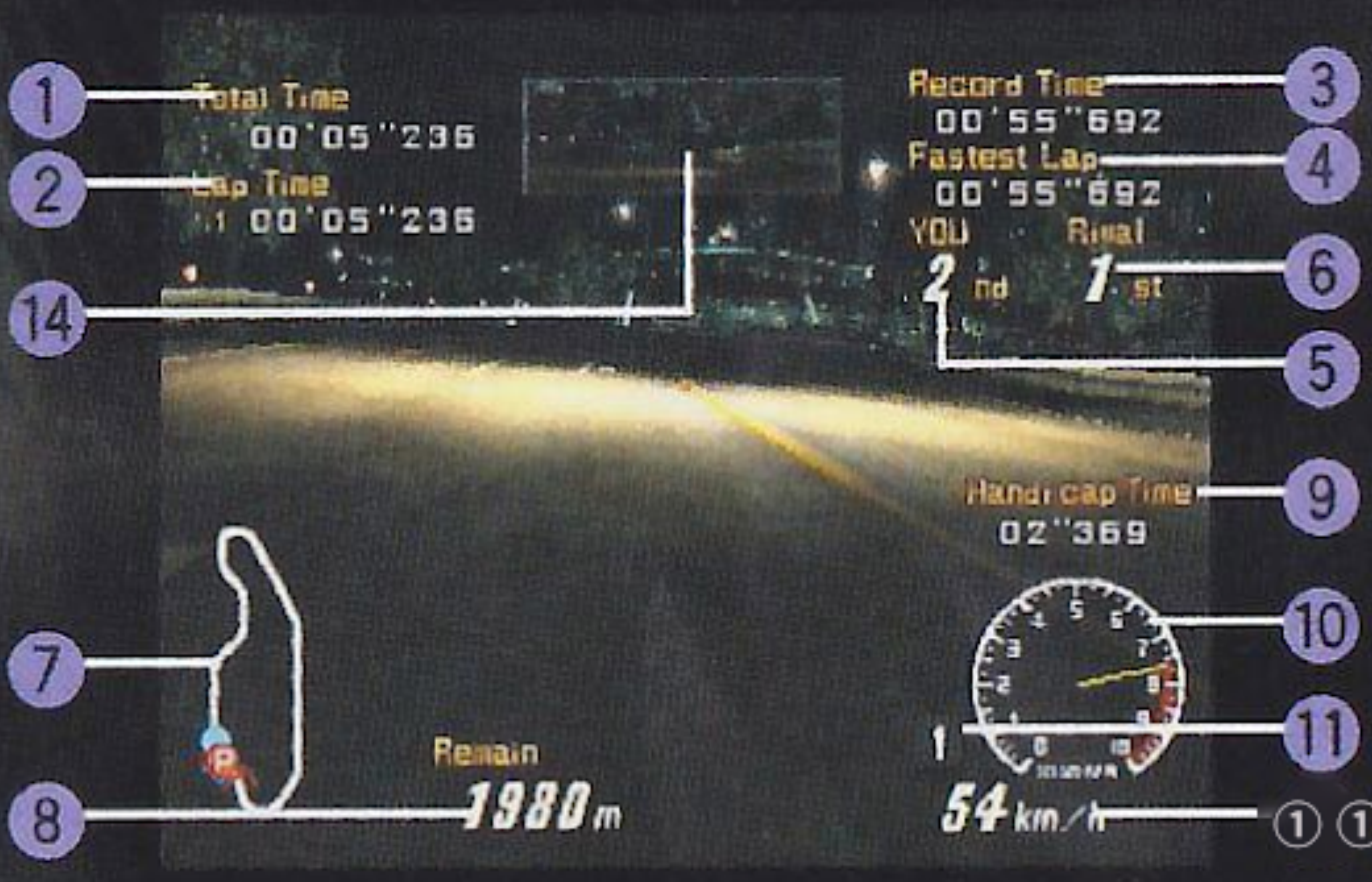
688 stands for Power Weight Ratio. It is ratio of the vehicle weight to the horsepower, and is an indicator of the machine's performance. The higher the horsepower and the lighter the weight, the smaller the ratio will be, and the greater the acceleration will be.

*●~● are players, 2~3 are enemies

lace screen

rear view

Driver's perspective



1 total time

2 Lap time

● The fastest total time on that course

●The fastest lap time on that course

5 player ranking

6 rival's ranking

● Course map. P indicates the player's car, and blue circles indicate rival cars.

8 distance to goal

9 The time difference (handicap time) that is displayed if you start later than your opponent. The larger this difference より (the later your start), the more reward points you will receive when you win the battle. There will be more points (see page 24)

① Tachometer (revolution counter)

11 gear position

12 speedometer

① Player car (rear view only)

① ① Rearview mirror (driver's point of view only)

The course changes depending on the area you pass.

As explained on page 21, the course will change depending on where you pass (or are passed by). The Minami Yokohama area is divided into 8 courses as shown below (other courses will appear as the scenario progresses). The lane the other car was driving in when you passed it will determine the way the course will go (normal or reverse).

Stadium Street

This course is particularly challenging due to its steep, slow, complex corners.

Main Street

This is a course with long and short straights connected by sharp corners.

BigWheel Street

The road is narrow and has large ups and downs.

Honmoku Street

The course consists of long straights and tight corners.

Graveyard Street

This is a technical course that runs through residential areas.

Bay Lagoon Long

This is a tricky course with S-shaped corners and chicanes.

Bay Lagoon Short

This is a high-speed course with a series of high-speed corners.

Yamashita Street

The key to this course is braking from top speed.

If you beat your rivals, you can capture units and parts (Get REWARDS)

If you reach the finish line before your rival car, you will receive reward points (you will also receive experience points regardless of whether you win or lose = see page 28), and the screen will switch to the Get REWARDS screen. Here, you can steal one unit or part from your opponent's machine according to the reward points (displayed on the screen as RP) you have accumulated. Use the directional pad to select the unit or part you want, then press the O button to select "Yes" to confirm. You can also use the △ button to check the units and parts you have. Once you have obtained a unit or part, the screen will switch to the Machine Complete screen (see pages 25-28). If you do not want to obtain a unit or part, press the × button and then select "Yes" to confirm (you will return to the street map). Note that if you lose to a rival car, one of your randomly selected parts may be stolen (a part icon will be displayed). 96 RP EXP

Kazuki Fujisawa's

An invitation to be the fastest

Unofficial races are a valuable source of gold

After driving around the city for a while, some people will appear, encouraging you to take part in a race. These races, called "unofficial," have rules about which machines can participate, but if you win you can get not only units and parts, but also money. By the way, you can check your race results on the information screen that appears when you press the START button on the street map. In addition to your race results, this screen also shows your overall results from regular race battles, the title that corresponds to your results (top right of the screen), and the reward points and money you have (bottom left of the screen). PASS

MACHINE COMPLETE

machine complete

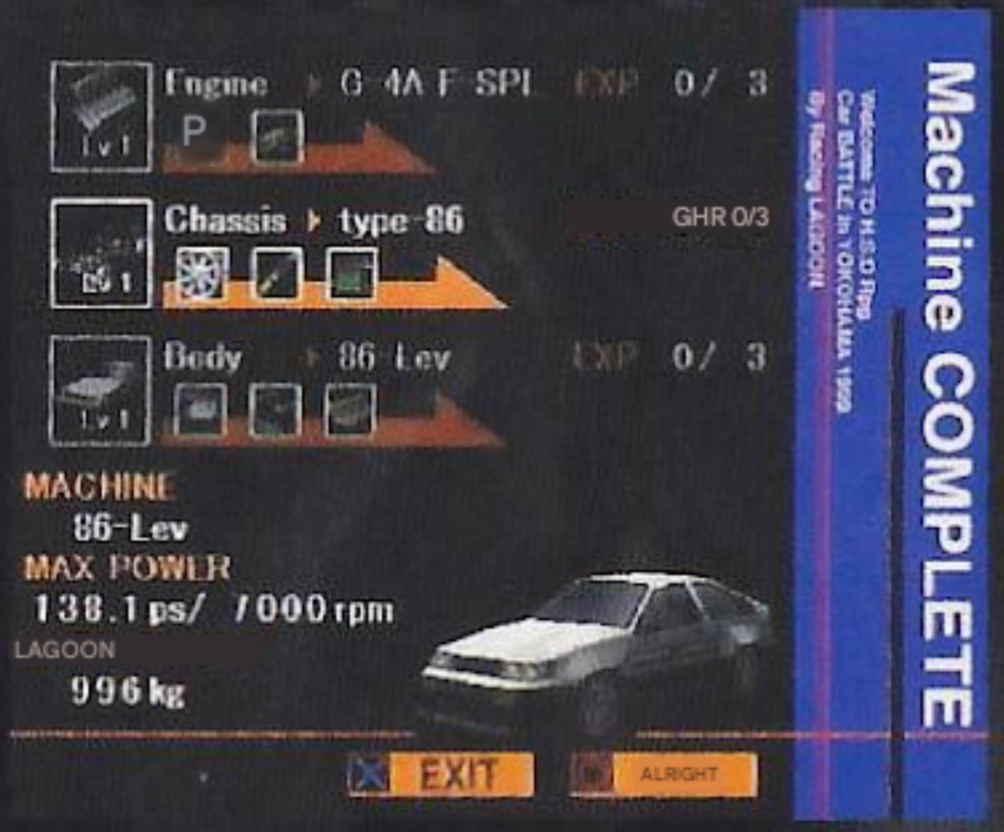
Attach the units and parts you obtain to create a
more perfect machine.

Complete machine set to enhance the performance of your beloved car

You can complete your car at the shop (see pages 18-19), or by displaying the information screen on the street map (see left page) and then pressing the START button.

Installing units and parts

First, select either the engine, chassis or body on the main screen at the bottom right, and you will be redirected to the respective complete screen (use the x button to return). Here, select and confirm the unit or part you want to replace (or the blank space = socket), then select and confirm the new unit or part you want to attach (the above operations are common to all three systems). When you replace a unit or part, various spec values (see pages 26-28) will change. Note that when you replace a unit, all the included parts will come off, so be sure to remember to reattach them. CURB WEIGHT Chassis type-86 150mm Glitch characteristics/By Racing



Engine COMPLETE

Completed mainly to increase speed

Among the many aspects of a complete machine, the most important points are maximum power and torque. An ideal machine should not be biased towards one side, but should keep both values high on average.

1. engine unit
2. engine parts
3. Engine type and displacement (cc)
4. The maximum output of the engine. The unit is horsepower (ps) / engine revolutions per minute (rpm). The higher the maximum output, the higher the top speed (see below).
5. The maximum instantaneous power of the engine (torque). The unit is torque force (kg) / engine revolutions per minute (rpm). It indicates the power when the engine's rotational force is strongest, and the higher the value, the faster the speed at the start and during acceleration (see below).
6. Gross vehicle weight
7. A graph showing the relationship between engine power and engine speed (blue curve). The vertical axis shows power and the horizontal axis shows speed. An ideal engine has a curve that rises to the right.
8. A graph (red curve) showing the relationship between torque and engine speed. The vertical axis shows torque and the horizontal axis shows speed. An engine with a gentle, hill-like curve is easier to use.
9. Unit & Parts Information. Selected Details of units and parts will be displayed.

Quick Terminology Explanation - Part 1

maximum output

As the rotation speed increases, the engine's power output plateaus because it can no longer move faster or take in and exhaust faster. The power output at this point is called maximum power output, and it tends to decrease from this point on. The best engines are those that can maintain maximum power output even as the rotation speed increases.

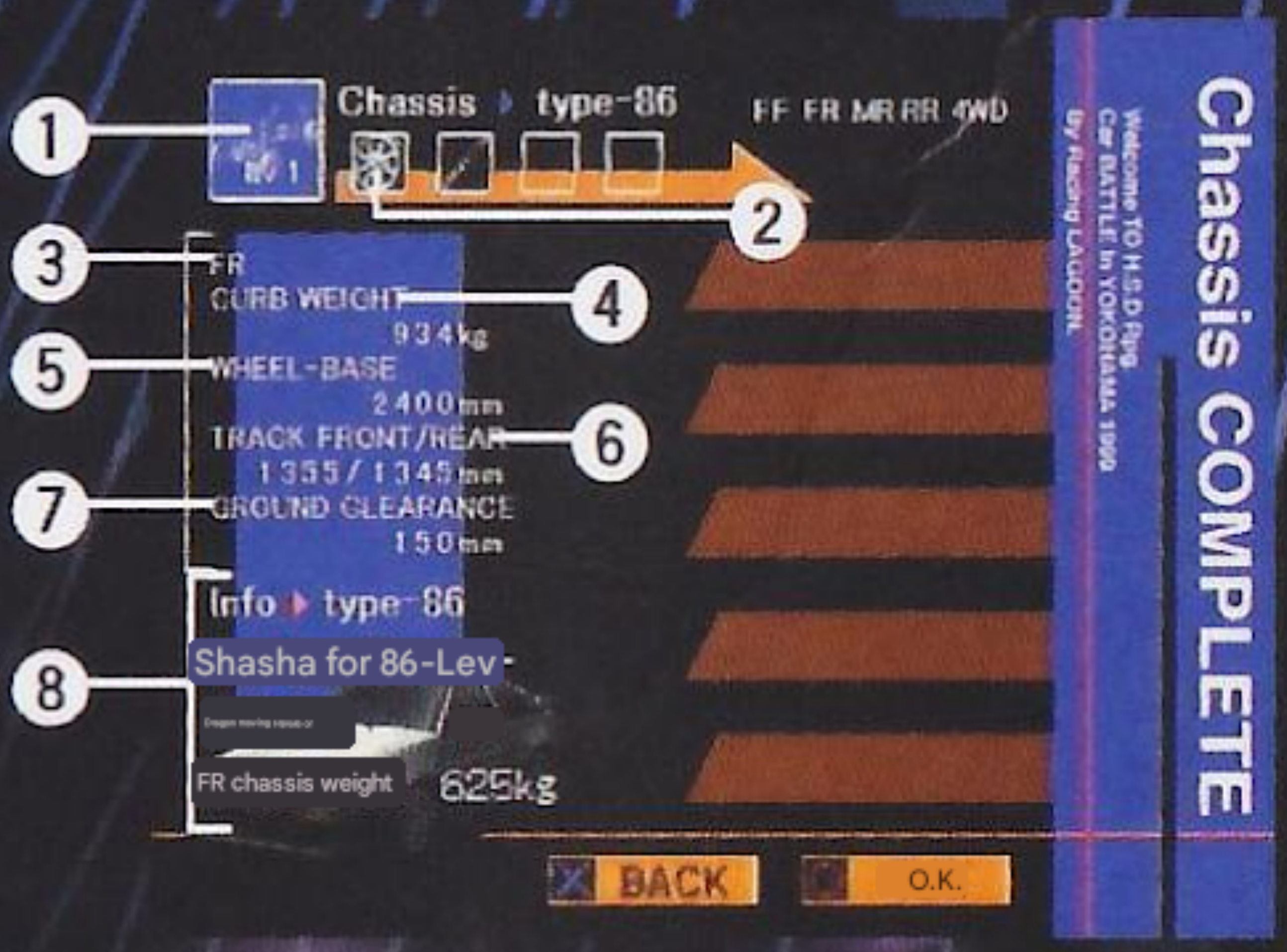
torque

Torque is the force that pushes the car forward. The peak of this force is the maximum torque. If the maximum torque is set at a low RPM range, it is easy to drive in urban areas where the engine does not rev too much, but conversely, if it is set at a high RPM range, you can accelerate quickly on the highway.

Chassis COMPLETE [redacted]

Complete mainly for improving cornering performance

These drive systems change the vehicle's posture differently when entering and exiting corners. Find the type that best suits your driving style.



1. chassis unit
2. chassis parts
3. Drive system (see page 18)
4. Gross vehicle weight
5. The distance from the center of the front wheel to the center of the rear wheel. The longer the distance, the higher the straight-line stability.
6. Distance between the centers of the left and right tires (FRONT = front wheels / REAR = rear wheels). The longer the distance, the greater the stability when cornering.
7. The height from the ground to the bottom of the car. The lower it is, the lower the center of gravity of the car, which increases driving stability.
8. Unit & Parts Information. Displays details of the selected unit or part.

Quick Terminology Explanation - Part 2

understeer

This is a condition where the car bulges outward from the direction in which the steering wheel is turned, and is often seen in front-wheel drive cars. If the car has a lot of understeer, it is important to brake just before the corner and put weight on the front wheels to increase grip. You can also reduce this by increasing the front downforce or installing a stiffer suspension to increase mechanical grip.

oversteer

This is a state where the car cuts inward more than the direction the steering wheel is turned, and is often seen in rear-wheel drive cars. If the car has a strong oversteer, the rear will slide a lot and the car will spin. This tendency will become even stronger if you slow down while cornering. By the way, the driving technique of sliding the rear and controlling it to go through a corner is called "drifting".

Body COMPLETE body complete

Complete mainly for changing appearance

The key to completing a body is to make it look good. Dress it up with aerodynamic parts and pursue originality with coloring.

1. body unit
2. body parts
3. Drive system (see page 18)
4. Gross vehicle weight
5. The amount of force that the wind pressure exerts on the front wheels while driving. It affects the steering effect when driving at high speeds. The more ■, the greater the downforce.
6. The amount of force that the rear wheels are pressed against the ground by wind pressure while driving. It affects straight-line stability during high-speed driving, and the more ■ there are, the greater the downforce.
7. The amount of air resistance due to the body shape. If the size of the car body is about the same, the smaller this number is, the less air resistance there is, and the faster the car will go.
8. Unit & Parts Information. Displays details of the selected unit or part.
9. The drive system of the chassis that can be attached to the body currently being installed. By modifying it at Muraoka, you can increase the number of compatible chassis (see page 18).

Kazuki Fujisawa's

An invitation to be the fastest

Use the same units to level up

Each unit has its own level and experience points (see the screen on the right). When you fight (whether you win or lose), the experience points of the unit you've equipped increase, and when they reach a certain level, they level up. When you level up, you may get more sockets for parts that can be attached, so you can further power up your beloved car. Don't just look at new things, if you get a unit you like, it's also a sign of love to use it thoroughly.

Experience points (number of battles fought/number of battles required to level up)

level

UNIT & PARTS

Unit & parts introduction

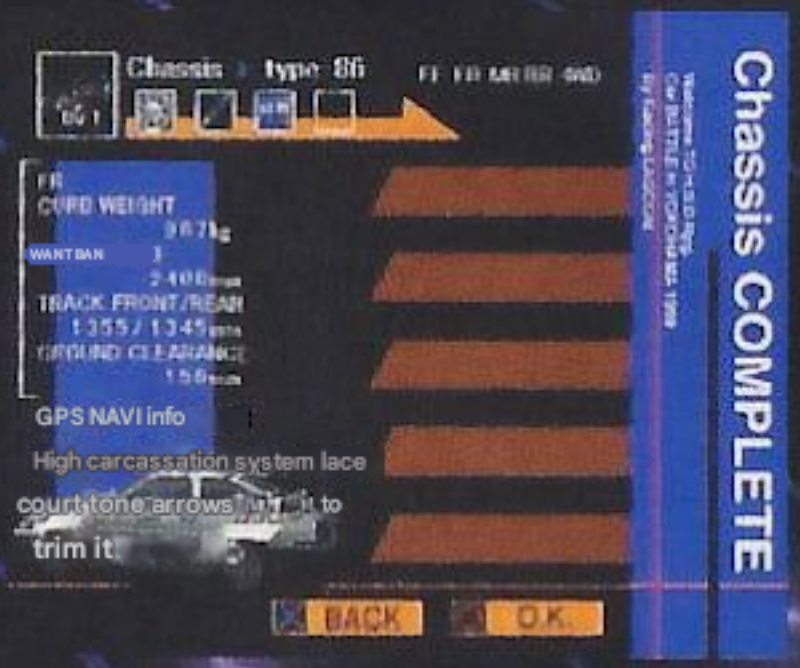
A wide variety of units and parts.

Depending on the combination, you should be able to create the ultimate machine.

Units and parts that are the source of power-ups

The base unit of the machine and the parts that enhance the machine's performance. Here we will introduce the representative engines, chassis, and bodies. Take advantage of their benefits and tailor your machine while keeping the weight down.

デメ



ENGINE

engine unit

Power varies depending on the number and arrangement of cylinders. Let's take a look at the specs as well.

Inline 4-cylinder DOHC

2 rotor RE

V6 DOHC

Inline 6-cylinder DOHC twin turbo

engine parts

Even units with inferior specifications can be made more powerful by combining parts effectively.

turbo

A turbo increases the horsepower of an engine. The larger the turbo, the more power you can expect.

ECU (computer)

Abbreviation for engine control unit. power at specific RPM ranges.

air cleaner

"Improved intake efficiency increases power." There are box and mushroom shapes.

muffler

"Ensuring exhaust efficiency and increasing power at specific RPM ranges.

Bore (displacement) up

"By increasing the displacement by a certain amount, we aim to increase torque.

CHASSIS

chassis unit

The handling differs depending on the drive system. Try out different drive systems and choose the chassis that best suits you.

type-86 (FR)

type-CVC (FF)

type-SW2 (MR)

type-34R (4WD)

chassis parts

A wide range of suspension-related parts are available, including tires, wheels, and suspension.

drag tires
"A wide tire with high grip. Designed for zero-to-four turns where you apply a lot of power all at once.

Aluminum Wheels
Lightweight aluminum wheels.
Use them to reduce the weight of your machine.

suspension
"Street suspension lowers the vehicle height.
Stability changes depending on the stiffness.

brake
"Racing brakes with high stopping power.
Effective in tight corners.

Manual transmission: This is required if you want to shift gears yourself (initial setting is AT).

BODY

body unit

There are many different types, including coupes, sedans, and wagons. The shape can change dramatically if you modify the drive system.

86-Lev

CVC1600

Wagon660

Cancer

body parts

The main role of the body parts is to reduce the weight of the car and change its appearance.

Rear wing: A wing that increases rear downforce. Depending on the material, it can also reduce weight.

aero kit
Adjusting the air flow affects acceleration and top speed. There are many types.

door
Replacing doors with lighter ones (made of FRP, etc.) reduces vehicle weight.

Lighter interior
By removing interior parts that are not necessary for driving, weight can be reduced by a certain amount.

body color
Customize the body in your favorite color, whether that be a single color or two-tone.

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健康上のご注意

●プレイする時は健康のため、1時間ごとに約15分の休憩を取ってください。●疲れている時や睡眠不足の時はプレイを避けてください。●プレイする時は部屋を明るくし、なるべくテレビ画面から離れてください。●ごくまれに、強い光の刺激を受けたり、点滅を繰り返すテレビ画面を見ていると、一時的に筋肉のけいれんや意識の喪失等の症状を起こす人がいます。こうした経験のある方は、事前に必ず医師と相談してください。また、プレイ中の画面を見ていてこのような症状が起きた場合は、すぐに中止し医師の診察を受けてください。

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